

Followers

Retainers and sidekicks are followers, minor characters controlled by the player, not the narrator. A hero must have relationships with his followers. In a contest, a follower may:

- Use its ability directly instead of the hero's.
- Augment the hero or another character, the least risky option.
- Provide its AP for the hero to use: see "Followers and Advantage Points" in the Core Rules chapter, page 67.

Followers will obey and perform the task they are hired to do: a warrior or bodyguard will fight to the death, a page will tend the horses, a cook will prepare meals, and so on. If your hero asks a follower to act beyond his duty, you may have to roll a contest using the hero's relationship to the follower. The narrator judges the resistance based on the follower's reluctance.

Community Support

A community supports your hero in a mundane way and, with some persuasion, can support his grander deeds in warfare or magic. Depending on the contest results, the aid he seeks, and the possible outcome, the community might provide anything from total support to condemnation of the hero.

Total Support: The community pledges itself completely to assist the hero, to the exclusion of all else. Anything that happens to the hero, mundane or magical, for good or ill, happens to them as well.

Extraordinary Support: The community puts all available resources to support the hero. The community is not directly affected by the hero's victory or defeat.

Moderate Support: The community supports the hero, but commits itself only cautiously or casually. This level of commitment is often the highest the hero can receive if his request stands to benefit him alone.

Follower Reluctance	
Action	Resistance
Something trivial and meaningless.	14 or automatic success
Something unusual but reasonable under the circumstances.	17
Something well outside the expected actions of the follower.	5W
Something frightening, gruesome, or sickening.	20W

Ordinary Support: The community does not actively support or resist the hero, but provides its normal benefits.

Objection: The community objects to the issue and/or the hero, possibly with hostility.

Forbiddance: The community expressly forbids the hero from pursuing the issue.

Condemnation: The community condemns the hero for even asking such a thing. If the hero continues, he will receive penalties to appropriate abilities, as the community actively opposes him, with members possibly showing up as opponents. The hero is likely to be expelled from the community, as are any who support him.

Requesting Community Support

Communities are self-serving and cautious, and need to be convinced to give aid to heroes. They will not risk their resources, magic, or lives to help a stranger.

As a starting point, a hero receives **ordinary support** from communities with which he has an established Relationship. Greater levels of support require that the hero convince the community and its leaders. The level of support requested sets the base resistance for the contest and determines the bonus the hero receives if he succeeds. Larger communities have more resources to provide but are typically harder to convince, so the size of the group directly affects the resistance. Of course, if the hero has aided the community in the past beyond what is expected, he is more likely to receive support, especially if his request might benefit the community as well as himself.

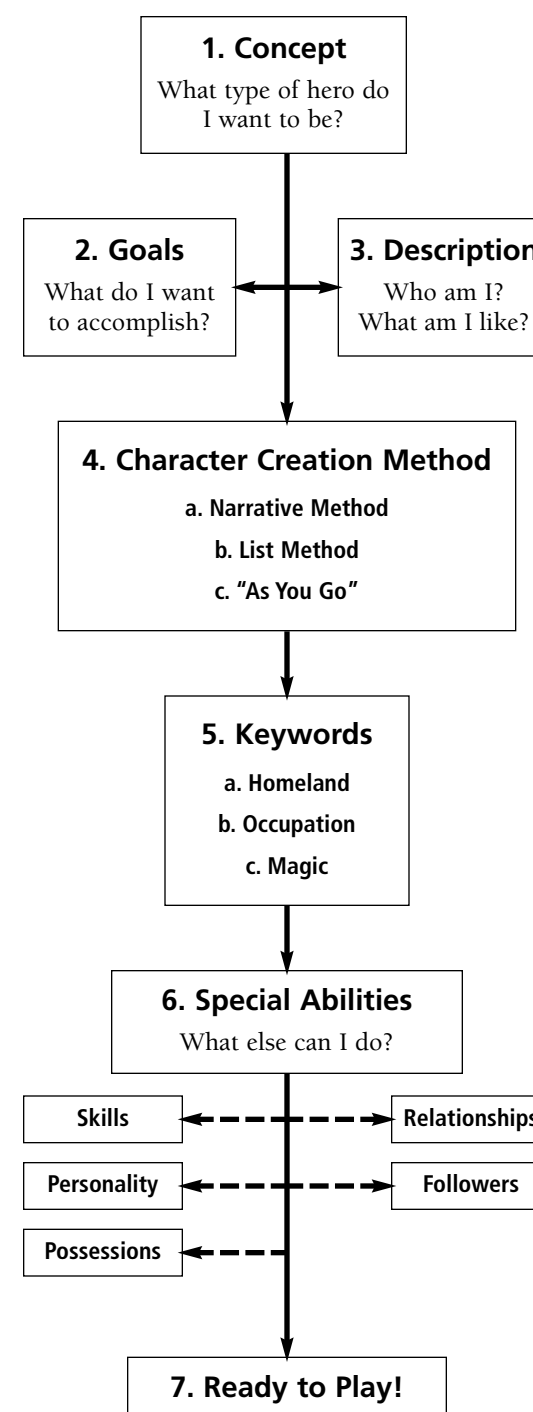
Size of Community	Resistance to/Bonus Received from				Penalty Received From		
	Total Support	Extraordinary Support	Moderate Support	Ordinary Support	Objection	Forbiddance	Condemnation
2	1W2/+1	6W/+1	17/—	14*/—	—	-1	-1
4	2W2/+2	6W/+1	17/—	14*/—	—	-1	-2
8	4W2/+4	7W/+2	17/—	14*/—	—	-2	-4
16	6W2/+6	8W/+3	18/+1	14*/+1	-1	-3	-6
32	8W2/+8	9W/+4	18/+1	14*/+1	-1	-4	-8
64	10W2/+10	10W/+5	18/+1	14*/+1	-1	-5	-10
125	13W2/+13	12W/+7	18/+1	14*/+1	-1	-7	-13
250	16W2/+16	13W/+8	19/+2	14*/+1	-2	-8	-16
500	20W2/+20	15W/+10	19/+2	14*/+1	-2	-10	-20
1,000	5W3/+25	18W/+13	20/+3	14*/+1	-3	-13	-25
2,000	10W3/+30	20W/+15	20/+3	14*/+1	-3	-15	-30
4,000	15W3/+35	3W2/+18	1W/+4	14*/+1	-4	-18	-35
8,000	20W3/+40	5W2/+20	1W/+4	14*/+1	-4	-20	-40
16,000	10W4/+50	10W2/+25	2W/+5	14*/+1	-5	-25	-50
32,000	20W4/+60	15W2/+30	3W/+6	14*/+1	-6	-30	-60
each x2	+10/+10	+5/+5	+1/+1	14*/+1	-1	-5	-10

* Obtaining ordinary support is usually an automatic success, but the narrator may require a contest in certain circumstances.



HEROQUEST GAME AIDS

Character Creation Synopsis



1. Begin with a concept of your hero.

Start with the basic conception of the hero: who do you want to play? This will make the character creation process faster and easier.

2. Select your hero's goals.

Everyone has goals, and your hero should be no exception. Goals may be modest or grand, immediately achievable or long-term.

3. Describe your hero.

Write down your hero's name, appearance, age, and any distinguishing marks. Most of this information will not be used as abilities.

4. Select a Character Creation Method

- Narrative Method:** Write a 100-word narrative describing your hero. This gives you the most control, but requires more work. (See page 20.)
- List Method:** List your keywords and abilities. This is an easy way to make a complete hero, but tells you little about your hero. (See page 24.)
- "As You Go":** Start with a keyword and one ability, then add "as you go." Good for a quick start, or if you do not have a concept yet. (See page 26.)

5. Select your hero's keywords.

- Homeland:** Where your hero is from determines the occupation and magic keywords available to him. (The narrator may limit what homelands are available, or may let you choose any.)
- Occupation:** Choose an occupation that includes the abilities you want your hero to have—if you want fighting skills, soldier or warrior is a better choice than healer or merchant.
- Magic:** Most heroes do fine starting with just common magic, but if you know what you want you can choose a specialized religion right away. Make sure you choose one that fits his occupation!

6. What else can your hero do?

- Skills:** Special abilities help make your hero stand out from the crowd. It might be a special skill or an ability with a high rating.
- Personality:** Personality traits make your hero an individual, and help you and others conceptualize him.
- Possessions:** Mundane equipment is usually of little concern, but special or magical items can greatly influence a game, and merit ability ratings.
- Relationships:** True power can only come by influencing groups of people, and relationships are how to do it.
- Followers:** Every hero should have followers. Retainers are cheap, but have few capabilities and little personality. Sidekicks are more flexible and can grow with your hero.

7. You're ready to play!

Unless you chose the "as you go" method, your hero is complete. And even if you did, you are ready to play!

Consolidated Hero Improvement Costs

You spend hero points to improve your hero's skills, magic, relationships, equipment—to make any permanent change. Hero improvements are made between adventures, and there is no limit on how many abilities can be added or improved at a time.

Improvements to a hero should make sense in the context of the story. Some improvements, however, seem to come from nowhere—the player just decides that it would be fun or useful to have a certain ability or to get better with a skill he has never used before. If an improvement is not related to a recent game session or the hero's established goals and backstory, you pay **double the hero point cost**.

Adding New Abilities

New abilities begin with a rating of 13. If your narrator decides it is part of one of your hero's keywords, its rating is instead equal to 18 (the keyword rating +1 for the hero point spent).

Your hero can learn a common magical ability whenever he wishes, although he may have to specify who he learned it from if the ability is not common in his homeland. To learn specialized magic, your hero must usually be a member of a

religion. When a hero joins a specialized religion, he may gain some magical abilities immediately, but must spend additional hero points to learn others.

Improving Abilities

You can spend hero points to permanently improve your hero's abilities. This represents training, practice, a greater commitment to a community or temple, deeper intimacy or trust in a relationship, and so on.

Improving an ability by more than +1 at a time costs more hero points. Still, if you want to raise an ability quickly, you can spend more points now.

Cementing Experiences

If your hero wins some advantage and you want to ensure that this benefit continues, you must spend hero points to **cement** it and write it on your character sheet. If the benefit gained is a standard one (such as a sidekick), the normal hero point cost applies. If the ability is not standard, such as a magical item, the cost to cement it is 1 hero point.

Hero Improvement Costs—Mundane Abilities

Improvement	Hero Point Cost Related to Play
Cement a benefit gained during play (if no other hero point cost applies)	1
Gain a new mundane ability at 13	1
Gain a retainer (gain a separate <i>Relationship to [Follower]</i> at 13 for free if desired)	1
Gain a sidekick (gain a <i>Relationship to [Sidekick]</i> at 13 for free)	3
Gain a supporting character (gain a <i>Relationship to [Supporting Character]</i> at 13 for free)	1
Join a common religion without establishing a relationship with it (must purchase any abilities separately)	no cost
Gain a relationship with a common religion at 13	1
Gain a relationship with a specialized religion at 13	3
Gain a relationship with a hero band at 13	1 or more*
Gain a relationship with any other community at 13	1
Change a retainer to a sidekick (gain three significant abilities at 13 each for free)	2
Change a supporting character's role	1 or 0, at narrator's discretion
Replace a retainer or supporting character	no cost
Replace a sidekick with one of equivalent experience	1
Improve a mundane ability by +1	1
Improve a relationship with a follower or supporting character by +1	1
Improve a relationship with a specialized religion by +1 (see also Hero Improvement Costs—Magical Abilities)	2
Improve a relationship with a hero band by +1	1
Improve a relationship with a common religion or any other community by +1	1
Improve a keyword by +1	N/A
Improve a sidekick ability rating by +1	normal cost for that type of ability

* If the hero has previously joined and then quit a hero band, the cost increases by +1 for each band previously abandoned.

Hero Improvement Cost Multipliers (All Abilities)

Any improvement unrelated to play, goals, or backstory	cost ×2
Improve any ability by +2 at one time	cost ×3
Improve any ability by +3 at one time	cost ×6
Improve any ability by +4 at one time	cost ×10
Concentrated magic use (<i>specific magical abilities and relationships only</i>)	cost ×½

Extended Contest Results

Player's Roll	Opponent's Roll			
	Critical	Success	Failure	Fumble
Critical	High roll <i>transfers</i> ½x bid, else tie	Opponent <i>transfers</i> 1x bid	Opponent <i>transfers</i> 2x bid	Opponent <i>transfers</i> 3x bid
Success	Player <i>transfers</i> 1x bid	High roll <i>loses</i> ½x bid, else tie	Opponent <i>loses</i> 1x bid	Opponent <i>loses</i> 2x bid
Failure	Player <i>transfers</i> 2x bid	Player <i>loses</i> 1x bid	High roll <i>loses</i> ½x bid, else tie	Opponent <i>loses</i> 1x bid
Fumble	Player <i>transfers</i> 3x bid	Player <i>loses</i> 2x bid	Player <i>loses</i> 1x bid	Tie *

* In a group extended contest, the narrator may declare that both contestants lose ½x bid to indicate that, although their results cancel out with respect to each other, their situation worsens compared to other contestants.

Tie: Neither contestant loses AP.

1/2x, 1x, 2x, 3x: The AP bid is multiplied by this number before applying the results.

Loses: The bid is subtracted from the loser's advantage points total.

Transfers: The AP bid is subtracted from the loser's AP total and the same number is added to the winner's AP total. The victor cannot add more advantage points than the loser actually had, but the loser still loses the full amount, possibly driving his AP below 0.

Contest Consequences

When a hero is defeated, the narrator may impose a penalty to any or all of his abilities, depending on the contest. This is a measure of how badly the hero is "wounded," whether in body, mind, or soul. This penalty should be applied in situations related to the hero's defeat. Regardless of any penalties applied, however, remember that a defeated hero is just that: defeated.

Final Action

If your hero falls to 0 or fewer advantage points in a standard extended contest, he is defeated. In a group extended contest, however, he can still try a **final action** to stay in the contest as long as he is not **dying** (which allows for no actions). A final action represents the knack to come back when your opponent turns away to gloat or deal with the other heroes. Your hero may only attempt one final action in any contest. (Be warned: important narrator characters might also have this option.)

To attempt a final action, your hero must be free from attention by the opposition. You can use a relevant ability in a simple contest against the number of advantage points your hero is below 0. Even if you succeed, the consequences of the original defeat still apply: a hurt character who succeeds at a final action still takes a -1 to appropriate abilities until healed.

Dazed or Unconscious

Sometimes defeated characters become dazed or unconscious, rather than wounded. Heroes may want to capture opponents, or a *Sleep* spell might knock your hero out. The hero regains consciousness when the narrator deems it interesting, or perhaps as the result of a new contest.

Followers and Defeat

A hero's followers suffer one more level of defeat: if a hero receives a marginal defeat, his followers receive a minor defeat).

Contest Consequences

Contest Result	Results from:		Penalty Assessed to Appropriate Abilities	Resistance to:	
	Simple Contest Defeat Level	Extended Contest Final AP Total		Mundane Healing	Magical Healing
Hurt	Marginal	0 to -10 AP	-1	14*	14
Impaired	Minor	-11 to -20 AP	-10% of ability 's rating	17	14
Injured	Major	-21 to -30 AP	-50% of ability 's rating	5W	14
Dying	Complete	-31 or fewer AP	No actions allowed	20W	14

* Victory heals all **hurts**. At the narrator's option, healing 4 or more hurts can face a resistance of 6 +3 per additional hurt after the first: 15 for 4 hurts, etc.

Rules Synopsis

Ability Rating and Target Number

Every ability has an **ability rating**, a number from 1 to 20 that lets you pit the ability against foes and obstacles. The higher the number, the better the ability or more extreme the trait.

Target Number

The total of the ability rating plus or minus all modifiers is the **target number**. The target number shows how capable the hero is for the current contest.

Augmentations

The most important modifiers are augmentations. You can use one ability to augment another. If you wish, you can try for a **variable augment** by rolling a contest (see page 80). Alternatively, you can apply an **automatic augment**, a bonus equal to +½ the rating of the augmenting ability (round up .5).

Masteries

Abilities with high ratings will have one or more masteries, shown by a Mastery rune (♣); multiple masteries are indicated by a number following the rune. A level of mastery represents 20 points in that ability. If you have an ability rating of 20 and you raise it by one point, it becomes 1♣ (“1-mastery”), not 21.

Compare your final target number (*not* ability rating) to that of your opponent. Opposed masteries cancel out, each contestant reducing their rating by the same number of masteries until only one or neither of them has masteries.

Die Rolls: Success and Failure

To determine how well your hero uses an ability, roll a 20-sided die (d20). Compare the rolled number with the target number; low rolls are better than high.

Bumping

After rolling dice, a contestant with one or masteries remaining gains one **bump up** for each such mastery, until the die roll result becomes a critical, then applies any remaining masteries to the opponent as a **bump down** to reduce his die roll result.

Contests: Victory and Defeat

In all contests, the degrees of success or failure of the opposed die rolls are compared to find the final victory and defeat levels. Simple and extended contests determine this in different ways, but the effect is the same. Victory and defeat always have the same level: if your hero wins a marginal victory, his opponent suffers a marginal defeat.

Success or Failure	
Roll	Result*
1	Critical
2 to target number	Success
target number +1 to 19	Failure
20	Fumble

* For each mastery remaining after canceling masteries, increase your die roll result by one: a fumble becomes a failure, a failure becomes a success, and a success becomes a critical.

Simple Contest

1. State your goal and the ability your hero uses.
2. Figure your target number using the ability rating and any modifiers.
3. The narrator selects the resistance.
4. Roll a die to determine your degree of success or failure, then apply any bumps. The narrator does the same.
5. Determine level of victory or defeat (see the Simple Contest Results table below).
6. Determine contest consequences (see the Contest Consequences table on the next page).

Extended Contest

1. State your goal and the ability your hero uses for his first action.
2. Calculate your starting AP total using the target number plus any source of additional AP you may have.
3. The narrator selects the resistance and figures its starting advantage point total.
4. Carry out one or more rounds:
 - a. State your hero's attempted action, ability used, and advantage point bid.
 - b. The narrator selects the resistance.
 - c. Roll a die to determine degree of success or failure, then apply any bumps. The narrator does the same.
 - d. Compare your result to your opponent's to determine AP gains and losses (see Extended Contest Results table on next page).
 - e. Now it is your opponent's turn.
 - f. Repeat as necessary.
5. Determine contest consequences (see next page).

Player's Roll	Simple Contest Results			
	Critical	Success	Failure	Fumble
Critical	Low roll receives marginal victory, else tie	Player receives minor victory	Player receives major victory	Player receives complete victory
Success	Player suffers minor defeat	Low roll receives marginal victory, else tie	Player receives minor victory	Player receives major victory
Failure	Player suffers major defeat	Player suffers minor defeat	Low roll receives marginal victory, else tie	Player receives minor victory
Fumble	Player suffers complete defeat	Player suffers major defeat	Player suffers minor defeat	Tie*

* In a group simple contest (see page 65), the narrator may declare that both contestants suffer a marginal defeat to indicate that, although their results cancel out with respect to each other, their situation worsens compared to other contestants.

Hero Improvement Costs—Magical Abilities

Improvement	Hero Point Cost Related to Play	
	Not Concentrated	Concentrated
Cement a benefit gained during play (if no other hero point cost applies)	1	1
Concentrate specialized magic use	1	N/A
Join a common religion without establishing a relationship with it (must purchase any abilities separately)	0	0
Gain a relationship with a common religion at 13	1	1
Become a communal worshipper (gain <i>Worship [Pantheon]</i> at 13 for free)	3	3
Become an initiate of a deity or subcult (gain <i>Initiate of [Deity]</i> at 13 and one affinity at 13 for free)	3	3
Become a devotee (gain <i>Devotee of [Deity]</i> at 13 and 3 feats in each known affinity for free)	N/A	3
Become a spiritist in a tradition (gain <i>Worship [Great Spirit]</i> at 13 and five tradition charms for free)	3	3
Join a practice as a spiritist (gain one practice charm for free)	1	1
Become a practitioner in a practice (gain <i>Follower of [Majestic Spirit]</i> at 13 and one friendly practice spirit for free)	3	3
Become a shaman and gain <i>Fetch</i> at 13 (same as learning the secret of a shamanic practice)	N/A	3
Become a lay member of a church (gain <i>Worship [God]</i> at 13 for free)	3	3
Become a liturgist (gain <i>Venerate [God]</i> at 13 and one <i>Use [Scripture]</i> at 13 for free)	3	3
Become an orderly (gain <i>Know [Saint]</i> at 13 and 3 orderly spells at 13 each for free)	3	3
Become an apprentice (gain <i>Apprentice of [Master]</i> or <i>Member of [Academy]</i> at 13 and <i>Aid My Master</i> at 13 for free)	1	1
Become an adept (gain <i>Know [Founder]</i> at 13 and one <i>Use [Grimoire]</i> at 13 [usually one of the school's specialties] for free)	1	1
Learn a new talent, feat, charm, or spell within the common magic keyword	2	1
Learn an affinity, <i>Use [Scripture]</i> , or <i>Use [Grimoire]</i> at 13	6	3
Learn a feat within an affinity (devotees only)	N/A	1
Gain a new charm (tradition or practice spirit) with a rating determined by the narrator	see the "Gain a New Charm or Fetish" table	
Befriend a practice spirit and gain a fetish with a rating determined by the narrator	see the "Gain a New Charm or Fetish" table	
Gain <i>Open Spirit World</i> or <i>Spirit Face</i> at 13	2	1
Learn a spell at 13 and link it to a talisman	2	1
Gain a spirit ally as a follower	N/A	1
Gain a divine companion or spirit ally as a sidekick	N/A	3
Learn a cult, practice, or other secret (including awakening a <i>Fetch</i>) at 13	N/A	3
Learn a pantheon, tradition, or other great secret	N/A	3
Improve a relationship with a common religion by +1	1	1
Improve <i>Worship [Pantheon]</i> , <i>Initiate of [Deity]</i> , <i>Worship [Great Spirit]</i> , <i>Follower of [Majestic Spirit]</i> by +1	2	1
Improve <i>Know [Founder]</i> , <i>Know [Saint]</i> , <i>Venerate [God]</i> , <i>Venerate [Saint]</i> , or <i>Worship [God]</i> by +1	2	1
Improve <i>Devotee of [Deity]</i> , <i>Relationship to [Divine Companion]</i> , or <i>Friendship with [Spirit Ally]</i> by +1	N/A	1
Improve <i>Open Spirit World</i> or <i>Spirit Face</i> by +1	2	1
Improve a common magic talent, feat, charm, or spell by +1	2	1
Improve an affinity by +1	6	3
Improve a feat within an affinity by +1 (devotees only)	N/A	1
Improve a <i>Fetch</i> rating by +1	2	1
Improve <i>Use [Scripture]</i> or <i>Use [Grimoire]</i> by +1	6	3
Improve a spell by +1	2	1
Improve a charm (tradition or practice spirit) or fetish (practice spirit) by +1	N/A	N/A
Improve a cult, practice, or other secret (including <i>Fetch</i> rating) by +1	N/A	1

Hero Improvement Costs—Gain a New Charm or Fetish

Ability Rating	Hero Point Cost of Charm		Hero Point Cost of Fetish	
	Not Concentrated	Concentrated	Not Concentrated	Concentrated
up to 20	2	1	6	3
1♣ to 20♣	6	3	12	6
1♣2 to 20♣2	12	6	20	10
1♣3 to 20♣3	20	10	30	15

*Hero Points
are the currency of
HeroQuest.*

Sample Resistances

Best Combat Ability

- Dara Happan peasant: 6 to 13.
- Dara Happan urban watchman: 13.
- Heortling cottar: 14.
- Heortling weaponthane: 17 to 18W.
- Dara Happan soldier (typical): 17 to 18W.
- Heortling clan champion: 10W to 10W2.
- Dara Happan soldier (elite): 10W to 10W2.
- Famous hero (Gunda the Guilty, Sir Ethilrist): 10W3+.
- Superhero (Harrek the Berserk, JarEel): 10W4+.
- Green Age fighter: 10W3.
- Golden Age solar citizen: 10W.
- Golden Age solar guardian: 10W4.
- Golden Age barbarian warrior: 10W4.
- Sky World archer: 10W3.
- Sky World spearman: 10W3.
- Sky World chieftain: 10W4.

Best Magical Ability

- Disease Spirit: 2 to 5W2.
- Elemental (essence): 5/cubic yard animated.
- Rokari liturgist: 10 to 10W.
- Ghost: 15 to 20.
- Guardian (new or weak): 18.
- Sprite: 5W to 10W.
- Nymph: 5W to 10W2.
- Rokari journeyman adept: 10W to 10W2.
- Heortling god-talker: 10W to 10W3.
- Dara Happan acolyte: 10W to 10W3.
- Beginning shaman: 1W2 to 10W2.
- Guardian (long-established or powerful): 1W2.
- Clan shaman: 20W2 to 20W3.
- Rokari bishop: 10W2 to 10W3.
- Clan god: 10W3.
- Wildfire spirit: 10W3 to 10W5.
- Patron of a small saintly order: 10W4.
- Small city god: 10W4.
- Tribal spirit: 10W4.
- Petty god: 10W4.
- Minor god, powerful majestic spirit, saint: 10W6.
- God, prophet or wizardry school founder: 10W8.
- Great god, great spirit, Church founder: 10W8 to 10W12.

Climbing

- Shallow slope: Automatic success.
- Very steep slope: 14 to 20.
- A cliff: 17 to 10W2.
- A city wall: 10W to 10W2.
- Ice-slick steep cliff: 10W2 to 10W3.
- Wall around Glamour: 20W4.
- Cliff to Boldhome: 15W4.
- Kero Fin: 20W6.

Cold and Heat

- Very hot summer's day/cold winter's night: 14 to 20.
- Heat of a torch: 1W to 5W.
- Campfire: 1W to 10W2.
- Bonfire: 5W2 to 5W4.
- Deep winter in Dragon Pass: 5W3.
- Molten iron: 10W6.

Commanding Followers

- Do their job: Automatic success.
- Do something unusual: 17.
- Do something completely outside their job: 5W.
- Do their job if community objects: 5W.
- Do something to which the follower strongly objects: 20W.
- Do their job if community forbids them: 20W.
- Do their job if community condemns hero's actions: 5W3.

Crafting

- Simple tools: 14 to 20.
- Large or intricate objects or structures: 1W to 20W.
- Complex or extensive projects: 1W2 or more.
- Working pure runic metals (modifier):
Iron: +40.
Any other pure runic metal: +20.

Finding Your Way

- Find your way in a familiar region: Automatic success.
- Follow an animal's tracks: 14.
- Follow verbal directions in a familiar region: 14.
- Follow a map in a foreign land: 17 to 5W.
- Retrace your steps in a foreign land: 20 to 5W.
- Follow an animal's tracks on a windy day: 1W to 5W.
- Follow someone's verbal directions in a foreign place: 10W.
- Follow an animal's tracks in the rain or over bare stone: 20W.

Wealth and Standard of Living

Standard of Living	Wealth	Examples
Minimal	6	Hungry people, such as menials, prisoners, slaves, drafted common laborers, beggars.
Common	13	Most people, including farmers, crafters, soldiers, peddlers, priests, shamans, adepts, clergymen.
Prosperous	5W	Master crafters, shop owners, ship captains, knights, thanes, minor nobles, powerful priests or shamans or adepts.
Rich	15W	Nobles, clan chieftains, counts, earls, important priests, heads of wizardry schools.
Very Rich	10W2	High nobles, tribal kings, high priests, dukes, bishops.

Jumping Horizontally

- Leap over a small obstacle: Automatic success.
- Leap 6' with short run: 14 to 17.
- Leap 6' from a standstill: 1W to 5W.
- Leap a 15' crevice with short run: 10W2.

Jumping Vertically

- Jump up onto a short stool: Automatic success.
- Jump up your height: 10W2.
- Jump down safely from a small tree: 20 to 20W.
- Fall from a small tree without injury: 10W to 10W2.
- Jump down safely from a city wall: 5W2 to 10W3.
- Fall off city wall without injury: 15W2 to 20W3.
- Jump down safely from a fortress tower: 5W3 to 10W4.
- Leap to top of a 10' tree: 10W3.
- Fall off fortress tower without injury: 15W3 to 20W4.
- Leap to top of a city wall: 10W5.
- Leap to top of Kero Fin: 10W9.

Lifting

- Your own ordinary gear: Automatic success.
- Another person: 14 (or 6, at narrator's option).
- Unresisting animal: The creature's Size rating (see page 206).
- Human-sized marble statue: 10W3.
- Chariot with horses and riders: 10W4.
- Trireme: 15W6.

Requesting Community Support

- Ordinary support (without a specific issue): Automatic success.
- Moderate support from immediate family: 17.
- Extraordinary support from family: 7W to 8W.
- Extraordinary support from clan: 15W to 18W.
- Total support from family: 4W2 to 6W2.
- Total support from tribe: 10W3 to 20W3.

Religious Ranks

- Become communal worshipper, spiritist, or lay member: 14.
- Become initiate, practitioner, liturgist, orderly, or apprentice: 1W.
- Become adept: 10W.
- Become devotee: 20W.

Romance

- Seduce a willing partner: Automatic success.
- Seduce a potential partner: 20 to 10W2.
- Come across as a lovable rogue: 1W.
- Seduce someone who is married or in love: 5W to 20W2.

Social Conflict

- Spread rumors: 14 to 20.
- Spread malicious rumors: 17 to 5W.
- Passionately sway a friendly crowd: 17 to 20W.
- Deny malicious rumors: 20 to 10W.
- Discredit opponent's argument: 1W to 20W.
- Win over a neutral crowd: 1W to 15W.
- Win over a hostile crowd: 15W to 10W2.

Swimming

- Short distance in calm water: Automatic success.
- Moving water: 14 to 20.
- Raging water: 10W to 10W2.
- Resist the Homeward Ocean's pull: 10W to 20W2.
- Swim up Skyfall Lake waterfall: 10W6.
- Escape from Magasta's Whirlpool: 10W6 to 10W10.

Using Magic

- Use a magical ability:
No active resistance: 14.
Active resistance: Rating of ability/attribute used to resist.
- Summon Elemental (essence): 6/cubic yard.
- Befriend Spirit (practitioner or shaman only):
Friendly Spirit: 14.
Neutral Spirit: Rating of ability being exploited.
Hostile Spirit: Spirit's best ability rating.
- Reconsecrate an Orderly Talisman: 14.
- Ally friendly spirit: 14 (augmented by spirit's highest rating).
- Invoke a blessing: 14 (+ multiple target modifiers).
- Use an essence source:
Unattuned: 14 + amount of essence used.
Attune essence source: Total rating of essence source.
- Heroform a hero or spirit: 1W.
- Selfrock Teaching (concentrate magic): 10W.
- Divine Aid (from own deity): 10W3.
- Cross Otherworld Barrier (including opening a portal of power to the Adept Plane): 10W3.
- Divine Aid (from pantheon): 10W6.
- Miracle (from own saint): 10W6.
- Open a portal of power to the Founder Plane: 10W6.
- Miracle (from God): 10W9.
- Inherently Difficult Magic:
Change own form: D+20.
Read the thoughts of an intelligent being: D+20.
Teleport by sight (to a visible place): D+20.
Directed teleport (to a predetermined spot): D+40.
Change another being's form (willing or not): D+40.
Force an intelligent being to follow a command: D+40.
Become invisible: D+60.
Teleport another (summon ally or follower): D+60.
Become insubstantial: D+80.

Modifiers to Magic

Distance	Duration*	Number of Targets	Modifier to Magic
100 yards	30 minutes	2	-3
150 yards	1 hour	3	-6
200 yards	4 hours	4	-9
300 yards	6 hours	5	-12
500 yards	10 hours	6	-15
1 mile	A day	10	-20
5 miles	A week	100	-40
25 miles	A season	300	-60
125 miles	A year	1000	-80

* It is possible to create permanently enchanted items, but that is a special and arcane form of magic and outside the scope of the basic rules.